

WRC 10th August 2001		Prototype dumped & researched by MOV / MOVGAMES	
GAME SECTION	PROTOTYPE DIFFERENCE	EXTRA NOTES	
GENERAL	This prototype has several areas of the game locked out and unselectable similar to a demo disc, though with a much larger amount of unlocked content than this game's demos contained. The only selectable options are Time Trial mode (which allows you to use any car on the first stage of each rally), load a saved game, the Options menu and the Extras menu (which has all of the movies unlocked to view).	The locked game modes probably exist within this build, but will require patches / modifications to access.	
GENERAL	Many of the Rally locations use different names throughout various locations in this build compared to the final game, including the High Scores menu, Movies menu and Time Trial select screen. Monaco is named Monte Carlo, Spain is named Catalunya, Greece is named Acropolis, Kenya is named Safari, Italy is named San Remo, and France is named Corsica.		
GENERAL	The font in this prototype is formatted slightly differently to the final builds, with less gaps between each letter causing the text to be more squashed together.		
GENERAL	The UI button prompts use different, transparent button logos throughout this prototype, rather than the solid button logos seen in the final builds.		
GENERAL	Game saves seem to take up more space in this prototype, with the Memory Card (PS2) Status popup claiming that 2319KB is required to make a save. The final game cut this down to 1440KB.		
GENERAL	The sound effect which plays when moving the cursor around throughout the prototype is completely different to the final game, with more of a high pitched beep noise rather than the synth stab esque sound used in the final builds.		
PRE TITLE	The language select screen displays different or tweaked names for some of the languages. Suomi is named Suomalainen, and Francais, Espanol and Portugues are lacking their accented letters.		
PRE TITLE	The Suomi language option on the language select screen is located at the bottom of the list in this prototype, the final game moved it up to the second slot just below English.		
PRE TITLE	The Sony Computer Entertainment Presents screen features a different website address, "www.scee.com/wrc", which seems to be an address to press material for the title.		
PRE TITLE	The Evolution Studios logo screen is different to the final game, with an animated logo instead of a still image.		
PRE TITLE	The WRC copyright screen features slightly larger font than what the final builds use.		

PRE TITLE	The Intro Movie does not seem to have an audio track implemented yet in this prototype, or at the very least it does not play in game.	
PRE TITLE	The Intro Movie is missing the stopwatch style timer counting up on the screen throughout most of the video, as well as most of the additional overlaid visual effects. It also ends earlier than the final FMV and is missing the game title splash at the end, with the final few seconds instead transitioning to a shot of a fireworks display which was not used anywhere in the final game's intro movie before hard cutting to the menu.	
MAIN MENUS	The Memory Card (PS2) Status popup is different in this prototype, with 3 UI rectangle boxes for the options retry, create save game and cancel. This was changed to a single UI box covering the entire width of the popup with a scrolling selection and arrows. It also features some additional text after the mention of the space needed to create a save, reading "or free some space using the consoles browser".	
MAIN MENUS	The WRC Challenge option is missing from the main menu.	
MAIN MENUS	The Time Trial menu's location select screen has the heading text of "rally" instead of "location".	
MAIN MENUS	The Time Trial menu's location select screen features images of the countries' national flags in place of the rally logos seen in the final builds, for example Great Britain features the Union Jack here instead of the logo for "Network Q Rally".	
MAIN MENUS	The national rally names and the UI box containing them which is normally located at the top of the location select screen is missing in this prototype.	
MAIN MENUS	The rally stage maps seen on the stage select information screen are yellow in this prototype rather than white, and highlight the location of each checkpoint via a black dot. No checkpoint dots are present in the maps seen in the final builds.	
MAIN MENUS	The stage select information / map screen has several changes to its text placements. The calendar date for the stage is located underneath the rally's logo on the top right instead of being in the top left corner, the text for the stage name is of a smaller scale than the final game, the national rally titles are unfinished and more basic (for example "Monte Carlo" instead of "Rallye Automobile Monte Carlo"), and the WRC logo in the bottom left corner is located very slightly lower than the final builds.	
MAIN MENUS	The car select screen uses different vehicle 3D render videos compared to the final game, with the prototype videos looping between two differently zoomed high angle shots and a low angle shot. The final game replaced this with a basic mid angle spinning loop.	


MAIN MENUS	The car and driver select screens are merged into one screen in this build instead of them being separated, with the drivers being selectable by pressing up or down to change what menu layer you have selected.	
MAIN MENUS	The car select screen features a heading title of "car and driver" in this prototype, this was removed in the final game most likely due to the car and driver selects being separated into two different menus.	
MAIN MENUS	The driver select screen features photographs of all the drivers and co pilots, these were removed in the final game.	
MAIN MENUS	Colin McRae is still referred to by name in this prototype and even features a driver photo, the final game hid his identity most likely for Colin McRae Rally licencing related reasons by renaming him to simply Ford Driver.	
MAIN MENUS	The driver select screen's flags representing the nationality of the drivers and co pilots are thinner than the final game and do not feature the outlines.	
MAIN MENUS	The driver select screen's driver stats are different to the final build, with lower rally starts / wins than what the final game lists. This confirms the developers updated these stats during production of the game as more IRL rallies happened.	
MAIN MENUS	The driver select screen features several text changes compared to the final builds. Text reading "nationality" is present above the flag images, the driver ages are spread further away from the middle of the screen, driver names are located above the later removed driver photographs which is higher up and closer to the edges of the screen than the final game placement, championship wins is instead named "WRC Wins", and in place of the total WRC points stat is one for "average points" per rally.	
MAIN MENUS	Bizarrely, some driver nationalities on the driver select screen are different to the final builds, and all of the prototype nationalities are accurate while the final game is wrong. Phil Mills is listed as Welsh in the prototype and English in the final game (he is Welsh), Freddy Loix, Stéphane Prévot and Sven Smeets are listed as Belgian in the prototype and German in the final game (they are Belgian), and Armin Schwarz is listed as German in the prototype and Belgian in the final game (he is German).	
MAIN MENUS	The Set Up menu seems to be missing in this prototype, at least in Time Trial mode. Selecting your car and driver instead jumps straight into loading the stage.	
MAIN MENUS	The Load A Saved Game menu's UI says "load player data" instead of "load game" like the final builds.	



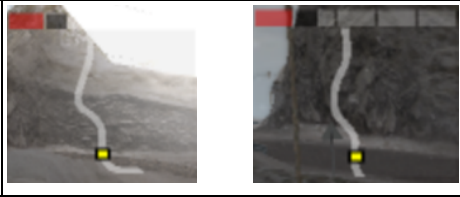


MAIN MENUS	The map toggle in the Graphics menu is set to off by default in this prototype, it is set to on by default in the final builds.	
MAIN MENUS	The splitscreen toggle in the Graphics menu is set to Vertical by default in this prototype, it is set to Horizontal by default in the final builds.	
MAIN MENUS	The vibration toggle in the Control menu is set to off by default in this prototype, it is set to on by default in the final builds.	
MAIN MENUS	The Position Screen menu uses a unique video backdrop in this build consisting of a fisheye lens shot of a crowd next to a rally stage, this was removed in the final game and this menu instead uses the usual video backdrop with a visual overlay containing markers in each corner to help position the screen. Said overlay is missing from the prototype screen entirely.	
MAIN MENUS	The Position Screen menu's X button prompt says "select" rather than "accept" in this prototype.	
MAIN MENUS	The Extras menu is missing the Bonus Stages and Secrets submenus. Bonus Stages is instead found in the Time Trial course selection screen, but cannot be selected by default in this prototype.	
MAIN MENUS	The High Scores menu is missing the vehicle brand logos displayed to the left of the high score number rankings in the final builds, which were added to visually show what vehicle was used to attain that high score.	
MAIN MENUS	The High Scores menu's UI arrows are inverted compared to the final builds, facing inwards rather than outwards.	
MAIN MENUS	The High Scores menu has an extra UI button prompt at the bottom of the screen for pressing the X button to select. This was removed in the final builds as nothing requires to be selected with the X button on this screen.	
MAIN MENUS	The "World Rally Championship" page on the High Scores menu features a white WRC logo rather than the black logo seen in the final builds. This white logo is a lot harder to see against the video backdrop.	
VEHICLES	The Ford Focus WRC has some differences to it's livery in this prototype. The front bumper still has uncensored Martini logos from the real livery which were unsurprisingly removed from the final game and replaced with Ford logos, the WRC logo above the side vehicle numbers is black rather than white, and the number on the roof of the car is missing.	
VEHICLES	The Subaru Impreza WRC has a different rear spoiler in this prototype, which is more curved and less rectangular than the spoiler seen in the final builds. The final build rectangular spoiler is more accurate to the IRL car.	








VEHICLES	The Subaru Impreza WRC has some differences to it's livery in this prototype. The car number on the roof of the model is lacking the WRC logo, the bonnet detail textures are missing, the Subaru windscreen decal is missing the two subaru logos on the sides next to the text, and the Pirelli, Spike and Robin logos are missing from the front corners of the bumper and the front wheelarches.	
VEHICLES	The Mitsubishi Lancer WRC is instead named "Mitsubishi Lancer Evo 6" in this prototype.	
VEHICLES	The Mitsubishi Lancer WRC has some differences to it's livery in this prototype. The Mitsubishi rear window decal is broken and misplaced, the windscreen decal is thinner and seems to use different logos / text, the bonnet and rear doors have a white square where the IRL livery features Marlboro logos (these squares were removed and left as blank red paint in the final game), and the bottom blade of the rear spoiler is white in this build which was changed to red in the final game.	
VEHICLES	The Hyundai Accent WRC has some differences to it's livery in this prototype. The windscreen decal has no Hyundai logo and uses larger, off centre text, the Castrol logos on the rear wheelarches are positioned differently, and the driver names are missing from the side rear windows.	
VEHICLES	The Skoda Octavia WRC has some differences to it's livery in this prototype. All Castrol logos are different variants that are missing the green circle logo seen in the final game, the WRC logo above the vehicle number is black instead of white like the final builds, and the rear bumper has a misplaced duplicate of the numberplate text on it.	
VEHICLES	The Citroen Xsara WRC is instead named "Citroen Xsara T4" in this prototype.	
VEHICLES	The Citroen Xsara WRC has some differences to it's livery in this prototype. The Michelin logos are blue in this build and were changed to black in the final game, the rear spoiler features Total logos and a Citroen logo which were removed in the final builds, and the Nikko logos on the side of the car are missing in this build.	
VEHICLES	The idle engine sound effects for the Citroen Xsara WRC are missing in this build, with this vehicle only possessing it's accelerating engine sfx and falling silent elsewhere.	







VEHICLES	The Peugeot 206 WRC has several differences to it's livery in this prototype. First up it features "Dark Dog" energy drink advertisements on the windscreen decal and sides of the rear wing in this build (the latter are only on the car select 3D render), these were removed in the final game and the windscreen decal instead reads "206 WRC" (both windscreen decals appeared on the real IRL car). It also has a single large lighter coloured Michelin logo on it's front and rear bumpers, which was changed to be smaller black Michelin logos, one on the front and two on the sides of the rear bumper. There is a Peugeot logo present on the rear wing in this build which was also removed in the final game, and the "Total" decals on the front bumper are missing.	
STAGES	Monaco has different stage orders for stages 2 and 5 in this build. Stage 2 in this prototype is "loda-luceram" which is usually stage 5 in the final game, and stage 5 in this prototype is "sospel-la bollene", a course seemingly not featured in the final game unless it is a rename of "thurriers".	
STAGES	Kenya has different stage orders for stages 1, 4 and 5 in this build. Stage 1 in this prototype is "oltepesi-olepolos" which is usually stage 5 in the final game, stage 4 is "maili tisa" which does not seem to be in the final game at all unless it was renamed to "morendat-mbaruk", and stage 5 is "marigat-mogotio" which is stage 1 in the final builds.	
STAGES	Sweden has different stage orders for stages 1, 3 and 5 in this build. Stage 1 in this prototype is "iz" which is usually stage 3 in the final game, stage 3 in this prototype is "rammen" which is usually stage 1, and stage 5 in this prototype is "malta", another stage seemingly not featured in the final game at all unless "mangen" is it renamed.	
STAGES	All 5 Finland stages are in a different order than they are in the final game. Stage 1 is "kuoltu" which is usually stage 5 in the final game, stage 2 is "valkola" which is stage 4 in the final game, stage 3 is "vastila" which was moved into Bonus Stages in the final build, stage 4 is "pajjala" which was moved to stage 3 in the final game, and stage 5 is "moksi" which was changed to stage 2.	
STAGES	All 5 Portugal stages are in a different order than they are in the final game, specifically they are all cycled down one slot, with "fafa" looping around from stage 5 to stage 1's slot.	
STAGES	New Zealand has different stage orders for stages 2 and 4 in this build. Stage 2 in this prototype is "campbell" and stage 4 is "waipu gorge", these were switched around in the final builds.	







STAGES	Spain has different stage orders for stages 1-3 in this build. Stage 1 in this prototype is "la trona" which is usually stage 2 in the final game, stage 2 in this prototype is "coll de santigosa" which is usually stage 3, and stage 3 in this prototype is "coll de bracons" which is stage 1 in the final game.	
STAGES	Italy has different stage orders for stages 1-4 in this build. Stage 1 in this prototype is "rezzo" which was changed to stage 4 in the final builds, stage 2 is perinaldo" which was moved to stage 1, stage 3 is "pantasina" which is stage 2 in the final game, and stage 4 is "colle d oggla" which was turned into Bonus Stages course.	
STAGES	All 5 Argentina stages are in a different order than they are in the final game. Stage 1 in this prototype is "cura brochero" which was moved to stage 5 in the final game, stage 2 is "tanti" which became stage 1, stage 3 is "san agustin" which became stage 2 in the final builds, stage 4 is "las bajadas" which was turned into a Bonus Stages course, and stage 5 is "san marcos sierra" which was changed to stage 4.	
STAGES	France has different stage orders for stage 3 & 5 in this build. Stage 3 in this prototype is "bellevale" which is seemingly not in the final builds unless it was renamed to "noceta-muracciole", and stage 5 in this prototype is "vero-pont d azzana" which is stage 3 in the final game.	
STAGES	Cyprus has different stage orders for stages 1-4 in this build. Stage 1 is "platres-kato amiantos" which was moved to stage 3 in the final game, stage 2 is "machairas-agioi vavatsini" which was changed to be stage 4, stage 3 is "prastio-pachna" which was moved to stage 2, and stage 4 is "alassa-agios therapon" which was changed to be stage 1 in the final builds.	
STAGES	Australia has different stage orders for stages 1 and 3-5 in this build. Stage 1 is "murray pines" which was completely removed in the final builds, stage 3 is "new harveyweir" which was moved to stage 1 in the final game, stage 4 is "flynns short" which was moved to stage 3, and stage 5 is "atkins" which is stage 4 in the final builds.	
STAGES	All 5 Greece stages are in a different order than they are in the final game. Stage 1 is "keneta" which was moved to stage 5 in the final game, stage 2 is "elastos" which was moved to stage 3, stage 3 is "stromi-inohori" which was seemingly removed from the final builds unless "paleohori-eleftherohori" is a renaming of it, stage 4 is "palvliani" which was changed to stage 2, and stage 5 is "klidi" which was moved to stage 4 in the final builds.	
STAGES	Great Britain has different stage orders for stage 4 & 5 in this build. Stage 4 in this prototype is "brechfa" which is seemingly not in the final game at all unless "tyle" is it renamed, and stage 5 in this prototype is "trawscoed" which is usually stage 4 in the final game.	







LOADING SCREEN	The loading screen has some differences in this prototype. The words "loading" are used in place of the loading bar made of rectangles seen in the final game, and there is a screen border overlay similar to what is used elsewhere in the game which was removed for the final builds.	
GAMEPLAY	Vehicles have a slower top speed during tarmac rallies in this prototype with them all topping out at 120MPH. The final build's vehicles in comparison have a top speed of 130MPH or more.	
GAMEPLAY	Vehicles have a slower acceleration in this prototype compared to the final build. The average 0-100MPH time in the prototype seems to be about 6.9 seconds, the final game's average 0-100MPH time seems to be about 6.0 seconds.	Tested on Spain Stage 1.
GAMEPLAY	Vehicles only seem to have 5 speed gearboxes in this build, the final game features 6 speed gearboxes for all vehicles.	
GAMEPLAY	Vehicle physics and handling seem to be notably different in this build. One notable change is that you can park up and stop completely in the prototype even on inclines, the final game starts rolling your car downhill if you do this and it is incredibly difficult to park up and stay 100% still.	Handling feels off but i'm unsure exactly what is going on. It may feel a bit floatier and you may turn sharper in the prototype, but as this is unconfirmed I am leaving it in the notes section.
GAMEPLAY	The starting countdown light model is smaller in this build, with only 4 lights instead of 6 like the final game's lights.	
GAMEPLAY	The English co driver voice uses a different set of sound clips to the final game from what seems to be a different person entirely.	
GAMEPLAY	The Drive Shaft damage indicator is missing from the in race UI in this prototype.	This may extend to driveshaft damage being absent in this build entirely but this has not been tested.
GAMEPLAY	Monaco Stage 1: St. Pierre-Entrevaux has many visual differences to the final game, such as different geometry textures, differently placed telephone poles, different tree placements and models, different crowd placements and changes to the level surroundings geometry.	
GAMEPLAY	Monaco Stage 1: St. Pierre-Entrevaux is missing the falling snow graphical effect.	
GAMEPLAY	The fog effect on Monaco Stage 1: St. Pierre-Entrevaux is much weaker than the final builds.	
GAMEPLAY	Monaco Stage 1: St. Pierre-Entrevaux has very noticeable course layout changes compared to the final game, the first of which occurs just after the first long lefthand corner near the start of the stage. The course has the subtle S bend paced further back in the road and has a tighter second half as a result.	





GAMEPLAY	After the first rock formation on both sides of the course before the first checkpoint on Monaco Stage 1: St. Pierre-Entrevaux, the prototype features a tight S bend which was removed entirely in the final game and replaced with a straight piece of road.	
GAMEPLAY	After the left hand corner located after the aforementioned S bend in the prototype version of Monaco Stage 1, the course veers much further to the right than the final game with some tighter corners along the cliffside section. The final build instead straightened this section of the road out.	
GAMEPLAY	The portion of road halfway through the second sector on Monaco Stage 1: St. Pierre-Entrevaux has slightly tighter corners than the final game, and features a brick roadside wall which was removed and either left bare or replaced with metal railings in the final builds.	
GAMEPLAY	The stretch of road just after the second set of checkpoints on Monaco Stage 1: St. Pierre-Entrevaux has a lot smaller of an elevation change than the final build does, with a much more subtle upwards incline compared to the very noticable uphill road in the final game.	
GAMEPLAY	The downhill stretch of road at the very beginning of the fourth sector on Monaco Stage 1: St. Pierre-Entrevaux has barriers along the entire cliffside, the final game removed some of them from a couple areas where the geometry extends beyond the barriers to allow the player to fall off the cliffside.	
GAMEPLAY	The tight left turn hairpin past the finish line of Monaco Stage 1: St. Pierre-Entrevaux is notably different in this prototype, with it being rounder and less extreme. It also has a right hand bend when approaching the end as a result, and has a couple spectators placed high up on the mountainside when they really shouldn't be!	
GAMEPLAY	Kenya Stage 1: Oltepesi-Olepolos has some differences compared to the final game, such as different placements of trees, different spectator placements and different lighting / shadow layouts.	
GAMEPLAY	Sweden Stage 1: Iz has some visual differences compared to the final game, such as different placements of trees, background geometry changes and differently placed spectators.	
GAMEPLAY	Sweden Stage 1: Iz features an early, lower resolution texture'd and much more basic looking advertisement banner model at the start and end of the course.	


GAMEPLAY	Sweden Stage 1: Iz is missing the falling snow graphical effect.	
GAMEPLAY	After the S bend following the long curved straight at the beginning of Sweden Stage 1: Iz, the road has a substantial elevation change compared to the final game. It first slopes downhill before rising again during the right hand corner, the final game instead instantly rises during the left hand corner and stays flat during the rest of that section.	
GAMEPLAY	A couple house models on the right hand side of the road halfway through the second sector of Sweden Stage 1: Iz are rotated at a different angle than they are in the final game.	
GAMEPLAY	A wooden cabin on the left side of the road halfway through the third sector of Sweden Stage 1: Iz is in a different spot in this prototype, slightly further down the road on one of the corners.	
GAMEPLAY	The downward sloped right hand corner at the start of the fourth sector of Sweden Stage 1: Iz is much steeper in this prototype than the drop is in the final game. The straight road afterwards also has elevation differences to the final game.	
GAMEPLAY	Finland Stage 1: Kuoltu has some visual differences compared to the final game, such as different placements for spectators and roadside banners.	
GAMEPLAY	Halfway through the first sector on Finland Stage 1: Kuoltu the course layout has some notable changes in the prototype. The road corners slightly to the left instead of going straight on, and the long left hand corner a little further along the course is a lot sharper and tighter here than it is in the final game.	
GAMEPLAY	The S bend corners halfway through sector 2 of Finland Stage 1: Kuoltu are different in this prototype, with a notably altered curve to the left hand corner in particular and less elevation change than the final game has.	
GAMEPLAY	Throughout sector 3 of Finland Stage 1: Kuoltu up to the start of sector 4 are several building models alongside the roadside, which were completely removed from this section in the final builds.	

GAMEPLAY	The left corner near the end of sector 4 of Finland Stage 1: Kuoltu is completely missing the elevation change the final game has, with the road instead being almost as flat as the section preceding it. The straight afterwards also has elevation differences.	
GAMEPLAY	Portugal Stage 1: Fafe has some visual differences compared to the final game, such as different placements of trees, background geometry changes and different placements of barriers.	
GAMEPLAY	Portugal Stage 1: Fafe features the same early advertisement banner models as Sweden Stage 1 does, they are also placed further out beyond the edges of the road in this prototype giving the player more room to drive.	
GAMEPLAY	Portugal Stage 1: Fafe is missing some of the sunlight / shadow lighting effects in this prototype, and what is present is placed differently to the final game.	
GAMEPLAY	The curved straight after the right hairpin halfway through the second sector of Portugal Stage 1: Fafe is a lot flatter and wider than the final game, with no barriers and very little elevation.	
GAMEPLAY	The uphill section of Portugal Stage 1: Fafe after the aforementioned curved straight is very different to the final game, with curves in the road and having a much larger elevation change than the final game does, which is straighter and more flattened.	
GAMEPLAY	The start of the third sector of Portugal Stage 1: Fafe up to the uphill section with the spectators is essentially unrecognisable to the final game, with a completely different layout and surrounding geometry. The uphill section also has less elevation than the final game does.	
GAMEPLAY	A rock formation featuring some spectators standing on it near the start of the fourth sector of Portugal Stage 1: Fafe was completely removed in the final builds.	
GAMEPLAY	The finish line for Portugal Stage 1: Fafe is in a different spot than it is in the final game.	
GAMEPLAY	New Zealand Stage 1: Maungatawhirl has some visual differences compared to the final game, such as different tree placements, different spectator locations and background level geometry changes.	

GAMEPLAY	The uphill section shortly after the start of sector 4 on New Zealand Stage 1: Maungatawhiri has notably less elevation than the final game does.	
GAMEPLAY	Spain Stage 1: La Trona features the early advertisement banner models once again.	
GAMEPLAY	The blue and white arrow signs in Spain Stage 1: La Trona have no weighty collision to them and can be easily knocked down in this prototype. In the final game they have been changed to fully solid, unmovable objects which heavily damage your car upon impact.	
GAMEPLAY	Spain Stage 1: La Trona has some visual differences compared to the final game, such as different placements of trees, different placements of spectators, and background geometry and texture changes.	
GAMEPLAY	The starting straight on Spain Stage 1: La Trona lacks the minor bends that the final game has, and is overall a straighter piece of road. You also start slightly further back on the road than you do in the final game.	
GAMEPLAY	Around halfway into the third sector on Spain Stage 1: La Trona is extremely different to the final game, with a straight road in place of the S bends seen in the final build.	
GAMEPLAY	The arrow signs close to the start of sector four of Spain Stage 1: La Trona are in a different spot to the final game.	
GAMEPLAY	The checkpoint that begins sector 5 of Spain Stage 1: La Trona is placed slightly further back than it is in the final builds.	
GAMEPLAY	The start of the fifth sector of Spain Stage 1: La Trona up until around halfway through the sector has a notable change to the course layout; the prototype has a much straighter road while the final game changed this to some light left and right corners.	

GAMEPLAY	Italy Stage 1: Rezzo has some visual differences compared to the final game, such as different tree and spectator placements, different barriers / walls in areas, changes to the background level geometry, different level lighting / shadow placements and a complete lack of spectators at the beginning and end of the course.	
GAMEPLAY	The S bend halfway through sector 1 of Italy Stage 1: Rezzo is slightly tighter and longer than it is in the final game. The straight afterwards also lacks some of the elevation change the final game has and includes a few small bends which were later removed.	
GAMEPLAY	The section of road near the beginning of sector 2 of Italy Stage 1: Rezzo has some minor changes to it's layout in this build, with some slightly different corner angulation and minor elevation changes.	
GAMEPLAY	The section of road halfway through sector 2 of Italy Stage 1: Rezzo has some notable differences compared to the final game. The left curve before coming into the hairpin is missing with the hairpin itself being slightly tighter than final, the left hand corner afterwards is longer, has a MUCH larger elevation drop and has a tighter middle section, and the surrounding geometry of this entire area is completely different and was redone for the final game.	
GAMEPLAY	The checkpoint at the start of sector 3 on Italy Stage 1: Rezzo is in a different spot in this prototype, with it being further ahead and closer to the corner than it is in the final builds.	
GAMEPLAY	The stretch of road starting part way into sector 3 up to the beginning of sector 4 of Italy Stage 1: Rezzo has some very notable layout differences compared to the final builds. The left hairpin is a tiny bit longer and more squared off, the right hand corner afterwards is also squared off into a 90 degree turn and extended to have a brief straight in between the two halves of the corner, and the downhill section leading to sector 4 following that has some heavy alterations to the road layout, generally veering to the left and having multiple tighter corners compared to the gentle right turn the final game has.	
GAMEPLAY	The first right hand corner at the start of sector 4 of Italy Stage 1: Rezzo has a slightly longer straight leading up to it, and features a house and some spectators which were replaced with different background dressing in the final builds.	

<p>GAMEPLAY</p>	<p>The latter section of sector 4 in Italy Stage 1: Rezzo has heavy alterations to the road layout in this prototype compared to the final game, with snaking bends instead of the very gentle left turn.</p>	
<p>GAMEPLAY</p>	<p>The road layout in the final sector of Italy Stage 1: Rezzo has large differences to the final game, with the first section of road having more snaking bends and overall not veering as far to the right as the final game does. The snaking multi hairpin final section after the straight is also very different to the final game, with tighter corners and longer straights.</p>	
<p>GAMEPLAY</p>	<p>Argentina Stage 1: Cura Brochero has dry weather in this prototype, the final game changed the course to have rain and a wet surface.</p>	
<p>GAMEPLAY</p>	<p>Argentina Stage 1: Cura Brochero also uses the early, less detailed roadside advertisement banner model.</p>	
<p>GAMEPLAY</p>	<p>Argentina Stage 1: Cura Brochero has some visual differences compared to the final game, such as different placements of spectators & bushes, some barrier differences, a different coloured road due to the change in weather, and a slightly less prominent fog effect.</p>	
<p>GAMEPLAY</p>	<p>France Stage 1: Cuttoli-Peri has some visual differences compared to the final game, such as different placements of trees and different placements of spectators.</p>	
<p>GAMEPLAY</p>	<p>France Stage 1: Cuttoli-Peri has a different, less overcast skybox compared to the final builds.</p>	
<p>GAMEPLAY</p>	<p>France Stage 1: Cuttoli-Peri is missing the fog visual effects seen in the final builds.</p>	
<p>GAMEPLAY</p>	<p>France Stage 1: Cuttoli-Peri's checkpoint that begins the final sector of the course is in a slightly different spot in this build, however the (misaligned) checkpoint markers are in the final location. The final game positioned this checkpoint slightly further down the road.</p>	
<p>GAMEPLAY</p>	<p>Cyprus Stage 1: Platres-Kato Amiantos has some visual differences compared to the final game, such as different placements of trees and spectators, and some different barrier locations.</p>	
<p>GAMEPLAY</p>	<p>The opening stretch of road in Cyprus Stage 1: Platres-Kato Amiantos is notably different in this prototype, with far more of a left hand curve than the final game's mostly straight piece of road. The first right turn is also slightly different as a result of this change.</p>	

GAMEPLAY	Australia Stage 1: Murray Pines was completely removed from the final game, and seemingly replaced with Brunswick.	
GAMEPLAY	Greece Stage 1: Keneta has some visual differences compared to the final game, such as different spectator locations & different tree and bush placements.	
GAMEPLAY	Greece Stage 1: Keneta is also using the early, less detailed roadside advertisement banner model.	
GAMEPLAY	Great Britain Stage 1: Rhondda has some visual differences compared to the final game, such as different placements of trees and different placements of spectators.	
GAMEPLAY	The sign seen at the start and end of Great Britain Stage 1: Rhondda reads "St. Gwynno" in this prototype, the final game instead has the name of the stage "Rhondda".	
GAMEPLAY	The downhill straight just after the start of the third sector of Great Britain Stage 1: Rhondda is a slightly steeper elevation change than the final game, with a more sudden drop.	
REPLAYS	The UI bar featuring the button prompts in the replays is black instead of grey in this prototype.	
REPLAYS	The replay X button prompt reads "exit" instead of "options" in this prototype. This extends to it's function in game, as pressing X quits back to the main menu instead of opening the modified pause menu.	
MUSIC	No music plays when the game is paused in this prototype.	
MUSIC	Most of the licenced tracks that play during the replays seem to be missing, with only "New Order - Close Range" and "Soulwax - Much Against Everyone's Advice" present from the final game.	
MUSIC	As well as the above two tracks, "Linkin Park - One Step Closer" is present as a replay song, which was removed in the final game.	
CREDITS	The WRC Development Team - Web Design credit for Will Storer is missing from the credits in this prototype.	
CREDITS	Paul Ah-thion's name in the Special Thanks section of the prototype's credits is instead spelt as "Paul Athion".	
CREDITS	The Special Thanks section of the prototype's credits is missing Robert Reid & Michael Park who are credited in the final game.	
CREDITS	The Dave Richards and World Rally Championship thank you screens are missing from the credits in this prototype.	
CREDITS	Shawn Burrows is missing from the Sony Computer Entertainment Europe - Testers section of the credits in this prototype.	

CREDITS	Nadege Josa and Yannick Paulet's names in the French Localisation section of the prototype's credits are misspelt as "Nadege Hose" and "Yanikk Paulet" respectfully.	
CREDITS	Rosetta Luca's name in the Italian Localisation section of the prototype's credits is misspelt as "Rossetta Luca".	
CREDITS	Dave Richards' credit for International Sportsworld Communicators - Chairman is missing in this prototype's credits.	
CREDITS	The Music Credits section of the credits is completely missing in this prototype, with the credits ending after the second special thanks screen as a result.	
GAME FILES	This prototype is missing the "WRC2001" primary volume label the final builds have, instead having a blank one.	
GAME FILES	The "WRC" root folder usually containing the DATA and IRX folders is absent from this prototype, instead the DATA and IRX folders are located directly in the root of the game disc.	
GAME FILES	The IMG file found in the IRX folder is named "IOPRP224" instead of "IOPRP234" and is much smaller in size.	
GAME FILES	An unused sound file can be found in DVD.DAT on this prototype's disc, which consists of the raw voiceover for the Finnish language version of the Spain FMV. The build itself uses a finished version with the background music etc implemented, leaving this unused.	